

THE XENTM



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Addendum

The Hexen™ Addendum

Welcome to Hexen™. Before playing you'll need to read the Hexen manual and this addendum which contains instructions for playing in Multiplayer mode, troubleshooting information and technical support information. Because Hexen is being upgraded when necessary, you'll also want to refer to the **README.TXT** file for information on the latest updates to Hexen. To view the **README** file see "Viewing the **README** file" below.

SYSTEM REQUIREMENTS

If you have the floppy version of Hexen, you must have an IBM, compatible computer with a minimum of a 486 33 Mhz processor with 8 Megs of RAM or better, and 25 MB of available hard disk space.

If you have the CD version of Hexen, you'll require an IBM compatible computer with a minimum of a 486 DX 33 Mhz processor with 8 Megs of RAM or better, 25 MB of available hard disk space and a double speed CD-ROM drive or better. If you have the CD version of Hexen, we suggest that you install it to your hard disk before playing. Speed problems on marginal systems increase when running Hexen directly from your CD. Complete installation from the CD requires 25 MB of hard disk space.

Hexen runs on MS-DOS, 5.0 or higher. It supports Sound Blaster™ and 100% compatible sound cards, and VGA graphics. A network that uses the IPX protocol is required for network gameplay. A modem that can be set to 9600 baud, or higher, is required for modem gameplay. Hexen supports both joystick and mouse control.

If your system does not meet these requirements, or if you try to run Hexen on a minimally configured system, you may experience slowdowns or moments where the animation "stutters", or Hexen may simply not run. To improve Hexen's speed on your system you can reduce the screen size or run Hexen with no memory managers or unnecessary TSR's. Please refer to the Troubleshooting section of this addendum for further details.

Once you have reviewed the readme file and taken note of any new instructions, proceed with your installation of Hexen. Should you need to refer to the README.TXT file in the future, after Hexen has been installed, you can do so by typing `CD\HEXEN [ENTER]` and then typing `MORE< README.TXT [ENTER]`.

INSTALLATION INSTRUCTIONS

INSTALLING HEXEN FROM 3.5" DISKS

IMPORTANT: If your computer boots up directly into Windows, make sure that you have exited Windows entirely before attempting installation. You can do this by clicking File in the top left hand corner of your Program Manager and then clicking on Exit Windows... Click on OK to fully exit Windows.

Hexen is too large to run from a floppy disk, so before playing you must first install Hexen to your hard drive. To install Hexen, follow these steps:

1. Make a back up copy of your original disks. Refer to your DOS manual for instructions on how to copy disks.
2. Put disk #1 in your floppy drive.
3. Type `A: [ENTER]` If your floppy drive is not the A: drive then type `B: [ENTER]`.
4. Type `INSTALL [ENTER]`
5. Type `C` assuming that your hard drive is your C: drive. If your Hard drive is not the C: drive, substitute the appropriate letter.
6. Press `[ENTER]` This creates a directory for Hexen (The Default directory is `C:\HEXEN`).
7. If Install asks to create a directory, press `Y`.

The program will install Hexen to your hard drive. Once Hexen is installed the `SETUP` program will automatically run. Use the setup program to configure Hexen to your system. If you are unsure what to select, consult your computer manual or sound card manual for assistance, or just accept the defaults by pressing `[ENTER]`. After you have configured Hexen for your

system select "Save Parameters and Launch Hexen", from the setup program's main menu, and press [ENTER].

If you have already setup Hexen you can start Hexen by typing the following from the C:\ prompt:

1. CD\HEXEN [ENTER]
2. HEXEN [ENTER]

INSTALLING HEXEN FROM YOUR CD

IMPORTANT: If your computer boots up directly into Windows make sure that you have exited Windows entirely before attempting installation. You can do this by clicking File in the top left hand corner of your Program Manager and then clicking on Exit Windows... Click on OK to fully exit Windows.

1. Put the Hexen CD in your CD-ROM drive.
2. Type D: [ENTER] Assuming that your CD-ROM drive is your D: drive. If your CD-ROM drive is not the D: drive, substitute the appropriate letter.
3. Type INSTALL [ENTER]
4. Type C assuming that your hard drive is your C: drive. If your hard drive is not the C: drive, substitute the appropriate letter.
5. Press [ENTER] This creates a directory for Hexen (The Default directory is C:\Hexen).
6. If Install asks to create a directory, press Y.

The program will install Hexen to your hard drive. Once Hexen is installed the SETUP program will automatically run. Use the setup program to configure Hexen to your system. If you are unsure what to select, consult your computer manual or sound card manual for assistance, or just accept the defaults by pressing [ENTER]. After you have configured Hexen for your system select "Save Parameters and Launch Hexen", from the setup program's main menu, and press [ENTER].

If you have already configured Hexen, you can start Hexen by typing the following from the C:\ prompt:

1. CD\HEXEN [ENTER]
2. HEXEN [ENTER]

RUNNING HEXEN DIRECTLY FROM YOUR CD

IMPORTANT: If your computer boots up directly into Windows make sure that you have exited Windows entirely before attempting installation. You can do this by clicking File in the top left hand corner of your Program Manager and then clicking on Exit Windows... Click on OK to fully exit Windows.

1. Put the Hexen CD in your CD-ROM drive.
2. Type D: [ENTER] Assuming that your CD-ROM drive is your D: drive. If your CD-ROM drive is not the D: drive, substitute the appropriate letter.
3. Type CD\HEXENCD [ENTER]
4. If this is the first time you are running Hexen directly from the CD you will need to use the setup program to configure Hexen to your system. Type SETUP [ENTER]. Use the SETUP program to configure Hexen to your system. If you are unsure what to select, consult your computer manual or sound card manual for assistance, or just accept the defaults by pressing [ENTER]. After you have configured Hexen for your system select "Save Parameter and Launch Hexen", from the setup program's main menu, and then press [Enter].

NOTE: When you Play Hexen from your CD, it creates a subdirectory on your hard disk drive called HEXNDATA. This subdirectory holds the configuration file that tells Hexen the proper settings for your computer, and also holds all of your save game files.

VIEWING THE README FILE

Before installing Hexen to your system you should review the README.TXT file to see if there were any last minute updates to the Hexen manual or to this addendum.

* If you have not installed Hexen to your hard drive view the README.TXT file directly from the CD-ROM by doing the following:

1. Place the Hexen CD in your CD-ROM drive.

2. Type D: [ENTER], Assuming that your CD-ROM drive is your D: drive. If your CD-ROM drive is not the D: drive, substitute the appropriate letter.
3. Type CD\HEXENCD [ENTER]
4. Type MORE< README.TXT [ENTER]

MULTIPLAYER INSTRUCTIONS

GETTING STARTED

Assuming you have installed Hexen, as described in the Installation Instructions section of this addendum, you should be ready to start a multiplayer game. First run the DM.EXE program by typing the following from the C:\ prompt:

1. CD\HEXEN [ENTER]
2. DM [ENTER]. The DM program allows you to easily set up all the options available in a multiplayer game.

NUMBER OF PLAYERS: A maximum of four people can play multiplayer Hexen on a network. A maximum of two players can play multiplayer Hexen via modem or null-modem.

VERY IMPORTANT: If you're using a modem it will need to be set at 9600 baud, with error-correction and data-compression turned off. Please refer to the README file, in your Hexen directory, for further details. Please be sure that you have selected your modem, from the list of modems in the "Choose your Modem" section of the Hexen SETUP program, before making any attempt to play a two player game over the modem.

MULTIPLE GAMES ON THE NET: To play a multiplayer game over your network while another group is also playing a multiplayer game, you'll need to change your network port address with a command-line parameter you pass to DM (-port <value>). The port address tells your server where to send information that is sent over the network. Network ports range from 1 to 64000. You should refer to the person in charge of your network for available ports.

MULTIPLAYER FEATURES

Many of the rules for playing Hexen change for the multiplayer game. Read the following information carefully before you begin to play Hexen in multiplayer mode.

MENUS: When you activate the Options menu or submenus, the game **KEEPS RUNNING** so that other players can continue with the action. So it is best to find a safe place before adjusting screen sizes or sound volumes.

UNPAUSE: A player may Pause the game by pressing the **[PAUSE]** key, but any other player can Unpause the game by pressing the **[PAUSE]** key again. Make sure it's OK with your buddies before taking a breather.

SAVE: When you save a multiplayer game Hexen saves the game on every player's system, in the slot you select, writing over whatever was there. Before saving the game, players should agree on a safe save game slot.

LOAD: You cannot load a saved game while playing a multiplayer game. To load a game everyone must quit from the current game and restart the game from the saved game. To start a game from a saved game, you can either select it from the **SETUP** program or identify it as a command line parameter.

WEAPONS: When a player runs over a weapon, he picks it up, but the weapon remains in the game for other players to take.

DEATH: If you die, and restart in the level, previously taken items and destroyed monsters **DON'T** reappear. Even though you died, other players have survived. We didn't want to undo all of their fine destruction by reviving every monster in the area. This also means the level will eventually run dry of monsters and ammunition, unless you are playing Deathmatch.

TELEPORTERS: When a player enters a teleporter, anything that is standing on his or her destination teleporter will be destroyed. This is called telefragging. It can be avoided by getting off the teleporter as quickly as possible.

PLAYER COLORS: In net games, each player's uniform is a different color. The color of your character is the color of the

gem on the life chain below the status bar. The colors are BLUE, YELLOW, GREEN, and RED.

CHAT MODE: In a multiplayer game you can communicate with other players. To enter into Chat mode, and broadcast a message to all the players, press the letter "T". A cursor will appear in the top left corner of the screen. Type your message and press [ENTER] to send it. To broadcast to a specific player, instead of pressing "T" you'll need to press the first letter of the player's color; (B)lue, (Y)ellow, (G)reen, and (R)ed.

CHAT MACROS: In a multiplayer game, you can send your own pre-defined macros (defined in the SETUP program under the menu selection, Run Network/Modem/Serial Game) by initiating Chat mode (as stated above), then holding ALT and pressing the number key that corresponds to the macro you wish to send. For example, if macro #2 is "Eat it and die!", initiate Chat mode by pressing "T", then hold down ALT and press 2.

EXITING A LEVEL: When one player exits a level, all players instantly exit as well, regardless of their position or their status.

COOPERATIVE OR DEATHMATCH MODE

There are two ways to play a multiplayer game: Cooperative and DeathMatch. In Cooperative mode the players work together. In DeathMatch mode your mission is to kill everything that moves, including your buddies. You can choose which way you wish to play from the SETUP program. The differences between Cooperative and DeathMatch mode are as follows:

WHERE YOU START: In Cooperative mode each player begins in the same area. In DeathMatch mode the players begin in completely different areas and if you want to see your buddy, you'll need to hunt him down. To make the hunt more interesting each time you die you'll restart in one of several random locations.

KEYS: In DeathMatch mode the players start each level with the keys necessary for opening any locked doors on that

level.

STATUS BAR: In DeathMatch mode the LIFE section on the status bar is replaced with KILLS, indicating the number of times you've killed your opponents.

AUTOMAP: In Cooperative mode the Automap works the same way it does in single-player mode. However, each player is represented by a different color arrow. In DeathMatch mode you won't receive the pleasure of seeing your opponents on the map. Just like the monsters, your friends could be just around the corner, and you won't know until you face them.

SPY MODE: If you're playing in Cooperative mode, press F12 to toggle through the other players' viewpoint(s). You still retain your own status bar at the bottom, and if your view reddens from pain it is YOU, not your partner, who has been hit.

INTERMISSION SCREENS: In DeathMatch mode exiting the level displays an intermission screen. The intermission screen provides a death count on everyone, letting you know who killed whom.

DEATHMATCH GAMEPLAY NOTE: The rules for completing or winning a DeathMatch game have intentionally been left general. Any player can exit an area and force all the players to move to the next area. Also, there is no limit on how many kills are required to declare a player the winner. We decided to leave this up to you.

RUNNING HEXEN FROM THE COMMAND LINE

Much of the information you give to Hexen through the SETUP program can be provided by passing program parameters to the appropriate device driver on the command line. For details on running Hexen from the command line refer to the README.TXT file in your Hexen directory.

TROUBLESHOOTING ADDENDUM

GENERAL PROBLEMS

I seem to have installed Hexen OK, but it always locks up when it gets to I_Startup Timer...

You probably have Windows running in the background. Restart your computer and make sure that you exit Windows before you attempt to play Hexen.

When Hexen runs I get an "Insufficient Memory" error, or Hexen just doesn't run.

You don't have enough free RAM to run Hexen. This usually happens with 4 MB RAM machines - you need about 3.7 Mb of free RAM to run Hexen. If you have DOS 6.0 or later, boot your system and hold the left SHIFT key as the "Starting MS-DOS..." message appears. This will bare-boot your system and you must change to the Hexen directory and run Hexen. To do this:

1. Type `CD\HEXEN [ENTER]`
2. Type `HEXEN [ENTER]`

Your best bet is to make a `CONFIG.SYS` menu for a custom Hexen boot - see page 97 in your MS-DOS 6.0 User's Manual. If you have DOS 5.0 or earlier, you must create a bare boot disk.

Note: Do not use memory managers like `EMM386`, `QEMM`, etc. Do not use disk caching programs like `SMARTDRV`, etc.

I get a "WRITE ERROR" while Hexen is decompressing.

If you are using a disk compression program such as `STACKER™` or `DOUBLESPEACE™` it may be incorrectly estimating your remaining disk space. The easiest solution is to make more room on your hard disk drive by deleting some programs which are no longer needed.

The Windows `SETUP` program runs after installation.

Hexen did not install to your hard drive, probably due to insufficient disk space. See above answer for a solution.

Why doesn't my mouse work with Hexen?

If you renamed or commented-out information in your AUTOEXEC.BAT you may have removed the command which loads your mouse driver. Loading your mouse driver into DOS can be as simple as typing MOUSE and pressing ENTER at the DOS prompt. If this doesn't work refer to the documentation that came with your computer for instructions on how to load your mouse driver.

Hexen is too dark to see anything.

On some monitors Hexen may be too dark to play. Press F11 to lighten the screen through five stages of brightness.

Why isn't the animation smooth?

If the animation isn't running smoothly on your system you should try reducing the window size. Refer to your Hexen manual for instructions on how this is done.

My Gravis Ultra Sound™ sound card doesn't work.

The default IRQ for a Gravis Ultra Sound is 11. Hexen doesn't handle IRQ's above 7. Change this with your Gravis Ultra Sound setup program.

Why can't I get music or sound effects.

If you're not hearing sound effects and/or music, Hexen may have incorrect information regarding your sound card. Run the SETUP program to check if Hexen has the correct information on your sound card. Hexen only supports IRQ channels which are 7 or below. Be sure you set your sound card to an IRQ number which is 7 or below. Refer to your sound card manual for details on setting your IRQ channel. This is particularly important for Gravis Ultra Sound users because the standard default for this card is 11.

I can't get digital sound from my Sound Blaster™ compatible sound card.

You are experiencing a DMA conflict. You may have a CD-ROM or hard drive on the same DMA channel that you specified in Hexen's SETUP program. Change the DMA channel of the sound card or offending device.

I hear static when listening to Hexen with my Sound Blaster (or 100% Compatible) card.

You should refer to your sound card manual for instructions on how to lower the Mic and Line volumes to 0 (zero). This is usually done through the mixer program that came with your sound card.

I still hear static, or my sound effects are breaking up.

Disconnect any parallel port devices. (Sound cards, to work with Hexen, must use IRQ5 or IRQ7, which are also used by LPT2 and LPT1 - where printers are connected.)

I can't get sound on my ATI Stereo FX card.

Contact ATI for a BIOS upgrade.

Hexen locks up.

You need to turn "Hidden Refresh" off in your CMOS Advanced Chipset settings. If you're using RAMBIOS.SYS, you must remove it from your CONFIG.SYS. Make sure you also turn off Hardware Video Shadowing (also found in CMOS settings.)

I was playing Hexen, but always after a specific amount of time my screen goes black. I can still hear the music and sound effects in the background.

Some computers use a special Power Management or Energy saving system that blacks out the monitor, normally after a pre-set period of inactivity. If you have such a system you should refer to your computer manual or contact your computer company to help you disable this feature, since this is most likely causing the problem.

MODEM/NETWORK PROBLEMS

I'm trying to set up a modem game, but my modem does not appear in the list of modems in the setup program.

If your modem does not appear in the list, you can try selecting a compatible modem. However, if that does not work, then you should contact your modem manufacturer for an initialization string that turns off any Data Compression, Error

Correction and Flow Control your modem may be using. Then, to let Hexen use the new string, edit the MODEM.CFG file in the Hexen directory, and replace the first line of that file with the one you received from your modem company.

I'm receiving the error, "IPX NETWORK NOT DETECTED."

Currently, Hexen only supports a network that uses the IPX protocol. If you receive this message, check your network manual to ensure your network uses the IPX protocol.

Why can't I get Hexen to run as a multiplayer game?

If someone else is running Hexen in Multiplayer mode you may experience a network port conflict. From the SETUP program, change Hexen to run under a different port. Consult with the person in charge of your network to receive a valid port address.

During startup, Hexen locks up at "looking for player..."

This occurs when you enter a number of players greater than the amount of players actually entering the game. For example, if you only have three players playing but you tell Hexen to expect four players, it will wait until the fourth player starts the game. Press [ESC] to exit and restart the game with the correct number of players.

I've received the message, "CONSISTENCY FAILURE" while running Hexen.

If you receive this message, something has occurred which caused the multiplayer game on one computer to be different from the multiplayer games running on the other systems. If this occurs, all the players must quit from Hexen and restart the game.

I've received the message, "DIFFERENT VERSIONS OF HEXEN CANNOT PLAY A NET GAME."

To improve Hexen, Raven updates it when necessary. You cannot play a multiplayer game with someone who is using a different version of Hexen.

TECHNICAL SUPPORT

If you have read the instruction manual and the addendum, but still require further assistance running Hexen, you can do the following:

1. See Section 10: Technical Support.
2. Access on-line technical information at the GT-WEB site at <http://www.gtinteractive.com>. In the "Support Section" you can access lists of frequently asked questions and troubleshooting tips, forum discussions where technical issues are raised, and direct E-mail support at support@gtinteractive.com. Upgrade patches will also be made available here for download when released.

IMPORTANT: Before changing your system or software setup we recommend that you review your system manuals to ensure that your modifications will not endanger any existing information or hardware on your system or networks. Modifying your system or your software setup can be dangerous and we cannot help you with any resulting problems.

IF YOU REQUIRE TECHNICAL ASSISTANCE

Technical Support

In the case of faulty disks, you should return the disks **ONLY**, not the packaging. Return disks with a covering letter containing details of the fault, your name and address to:

GT Interactive Software (Europe) Ltd.,
Orlyplein 85,
1043 DS Amsterdam,
The Netherlands.

We will attempt to replace the disks within 28 days of receipt.

If you encounter technical problems with the disks you should write to the above address or call the Technical Helpline which operates between the hours of 9 am and 6 pm (Central-

European Time), Monday-Friday. Please ensure that you are sitting in front of your computer or have full details of your computer configuration and the problem you are encountering with you when you call.

**PLEASE NOTE THAT OUR TECHNICAL SUPPORT
DEPARTMENT IS IN AMSTERDAM.**

English speaking customers call 00 31 20 581 4363.

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